

There will be no postal game started in this rag now for a good reason: I expect to be called to active Army duty soon to receive my six-months training, and I do not see the sense in starting a game I'll have to turn over to somebody else almost immediately. On the other hand, I have announced this publication to far too many people for entirely too long not to turn out at least one issue.

STRATEGIC CONSIDERATIONS IN DIPLOMACY: I

Diplomacy is a seven-sided game with one winner only. At the beginning of the play of a session of Diplomacy, no one player is strong enough to attack another with any reasonable prospect of success. A simple plan of alliance is two countries ganging up on a third--such as Germany and Russia against England. The best defense that England alone can throw against such an attack is futile--without allies, England is dead in such a situation. But what is France doing all this time? An astute England and France will combine to take on the ~~Eastern~~ Eastern attack, since France cannot stand alone against a Germany and Russia strengthened by the supply centers on England. But France must also watch her South; and evacuation of her Mediterranean lands will invite an Italian attack, unless the Green Giant is distracted ~~to~~ to the East---- ~~this~~ this brings back to Russia, since Austria and Turkey ~~are~~ have plans of their own, liable to influence Italy, and certainly influencing and influenced by the White Bear...

The key areas of Diplomatic Europe are the two concentrations of Neutral Supply centers-- Scandinavia and the low countries, and the Balkans. If France ~~deres~~ deres, she can take over the Iberian areas without opposition, but this action leaves her strategically off balance with respect to her potential Northern foes. If France can come to terms with England, she will be able to attack Italy, possibly

with the aid of Austria.

Balkan diplomacy directly concerns Austria, Turkey, and Russia, with Italy as a junior partner. In the 1901 moves, Austria may easily take Serbia, Turkey Bulgaria, and Russia Rumania, Greece may fall to Austria, supporting from Serbia, to Turkey, with Austrian aid or active neutrality, or ~~the~~ to Italy, again with the blessing of Austria.

The alliance structures possible in the Balkans are limited by the closed-in nature of the Turkish position. An alliance between Austria and Turkey usually gets hung up on ~~the~~ the condition that Turkey has few places to go not involving a route through Austrian territory. Russia thus has a good chance of being able to choose between a Turkish or an Austrian alliance, as she sees fit. The Turkish alliance has the advantage that at ~~the~~ the conclusion of the Austrian campaign, the Russian center of gravity is located such that forces are immediately available to carry out operations in the North. An alliance with Austria to crush Turkey, ~~on~~ on the other hand, insures the elimination of a Power that, taken singly, may prove to be difficult or impossible to defeat. In the ~~the~~ event of an Austro-Turkish combination, Russia may find help in Italy, although Italy is never in a strong position for an early land campaign against competantly handled Powers. Generally, Italy is rapidly invited to come to the assistance of whichever Balkan power is otherwise combined against. As the Italian peninsula is uniquely defensible, Italy can well afford to play some sort of waiting game during the first years.

So my first strategy article. As most readers probably know, ~~Miskatonic~~ Miskatonic University is a central ^{at least, often} or ^{important} institution in many of the horror stories written by H.P. Lovecraft. I chose the name for this idiocy because the place seems to perform the function of legitimising and making "acceptable" to the world (Lovecraft's readers) many horrible, uncivilized, disgusting, etc. things and practices; certainly this is what a Diplomacy magazine does, at ~~least~~ least in part. I intend to promote material related to the more "civilized" and chivalrous sorts of combative games, such as the miniature soldier games, kriegsspiels of sorts and even perhaps material ~~on~~ on Avalon Hill ~~war~~ games. I also intend to try to find material on games and theories

(A third page: will I find material to fill it all?)

RECEIVED THE DIPLOMACY

As I say, there ~~will~~ will be no postal game running in Miskatonic for ~~some~~ while, except that I may run a local San Francisco Bay Area postal game IF I can find 6 or 7 people facimted enough to pay me a buck or buck-and -half game fee. In the case that such becomes the case, I will start the game, hand it over to the Editors of Armageddonia, and trust those sly foxes to manage things untill I decide (along with the U.S.A.) that I have been receiving entirely enough training, and can come ~~home~~ home.

On the proposed Los Angeles Diplomacy Tournament...

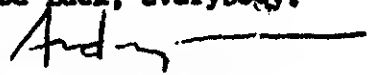
Recently, I sent M. Boardman a note expressing my views on the Diplomacy Tournament that the pleasant deamons in L.A. intend to hold in conjunction with the next WesterCon there aroud July 4 in 1967. ~~Boardman~~ (I see why certain people don't like this typer, ^(the letter, not the typer, Jim!) now) Boardman & took the ocdassion to fill space in Graustark with it, and I subsequently recieved what I suppose is a Nasty Note from Earl ~~THXN~~ Thompson telling me to send my complaints to L.A. instead of to New York... I do think that a Dippy tournament would just about spoil the WesterConn for anybody who would want to aprticipate. A Diplomacy CONVENTION is a wonderful idea, and I hope I can make it for that, as I guess there will be no turning them away at this point. but the Dippy tournament will take all 4 corvention days to play out, monopolise the attention of the participants, and probbly ruin more tempers and friendships than twenty dozen postal games. Anybody who has wittnessed a DEADLY ~~REKXKXKX~~ Serious across-the-board game of D. should be able to imagine this.

So ends the Polemic, so ends this issue. I am sorry to be in the position to put out a diplomacy Fanzine, rather than begin a proper games bulliten, but ~~it~~ so it went.

NOTE TO JOHN BOARDMAN NOTE TO JOHN BOARDMAN NOTE TO JOHN BOARDMAN NOTE TO J.B.

just get out your red editing pencil and color the whole issue 'sic' I ~~km~~ know about every one of these typos, and I just do not intend to do a single thing about them.

Good Luck, everybody!


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